

Figure 1

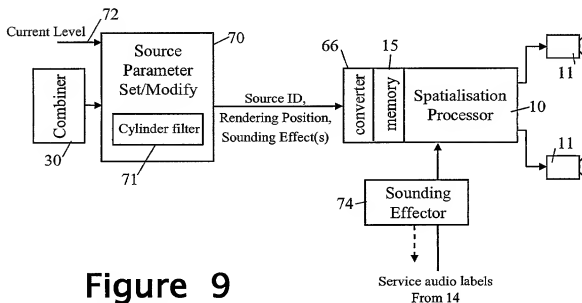


Figure 9

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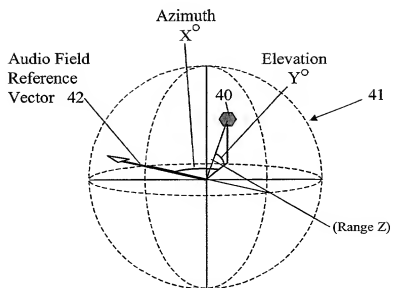


Figure 2

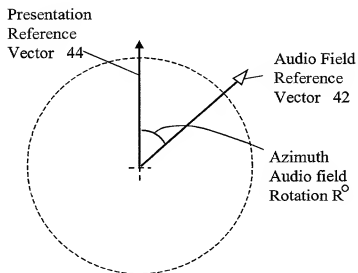


Figure 3

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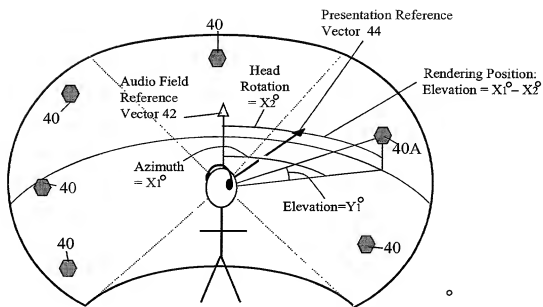


Figure 4

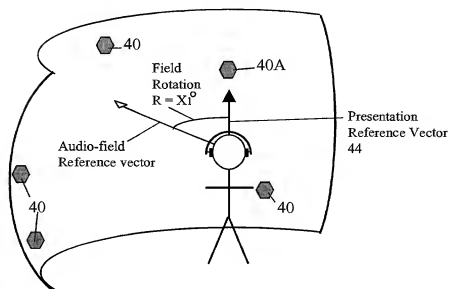


Figure 5

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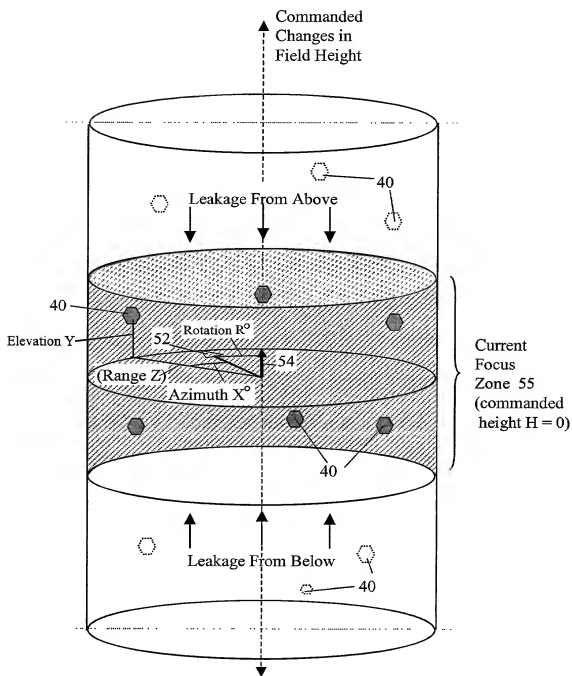


Figure 6

10058047.012902

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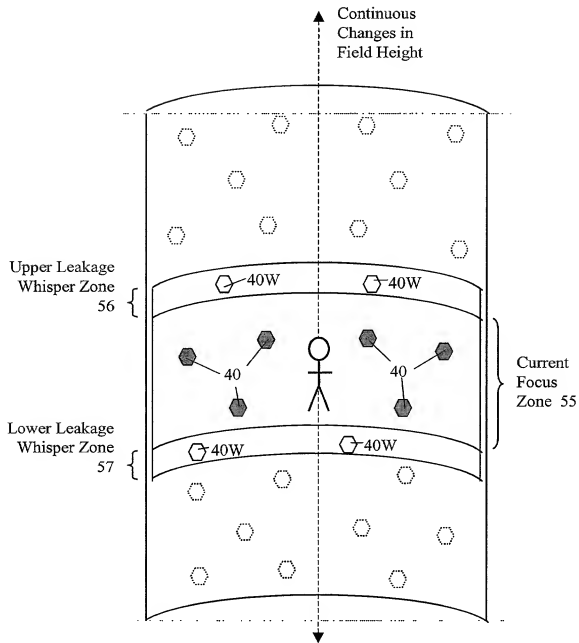


Figure 7

206270.7408502  
10058047.042902

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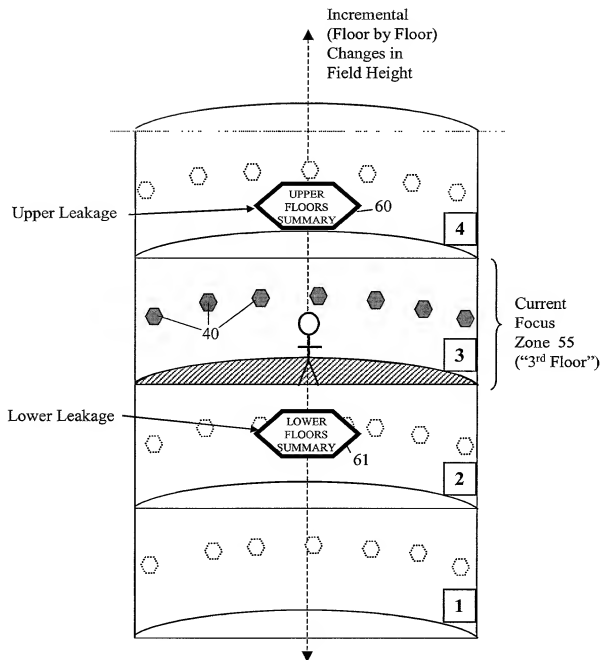


Figure 8

10058047.012902

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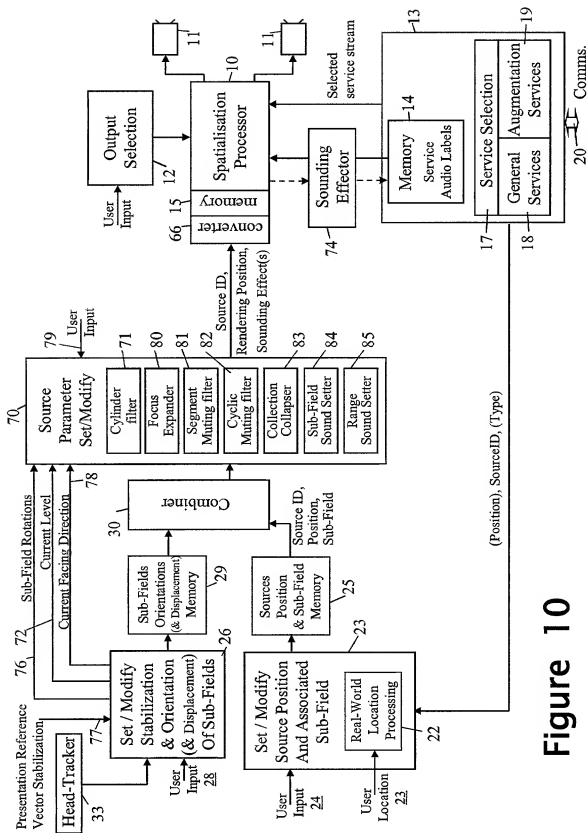


Figure 10

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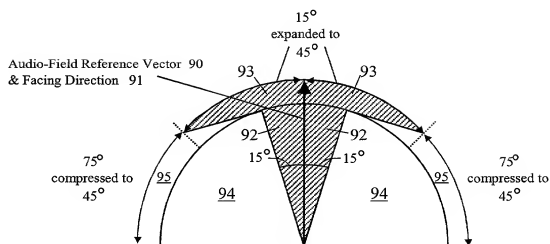


Figure 11

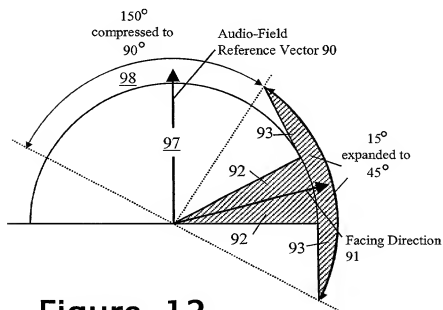


Figure 12



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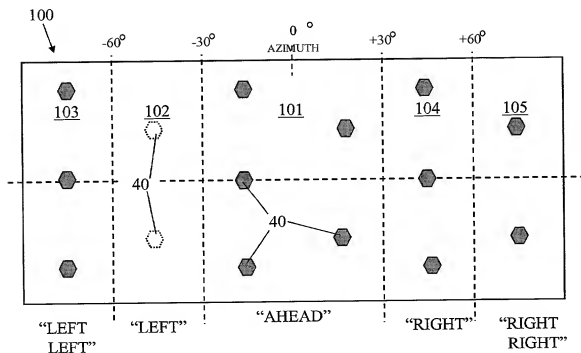


Figure 13

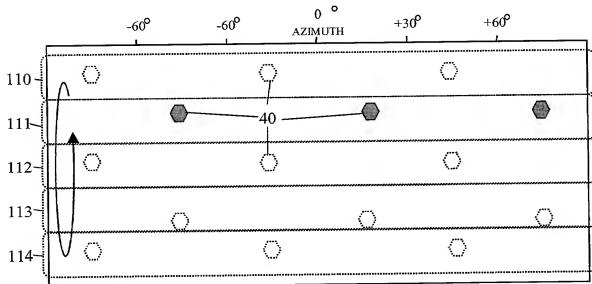


Figure 14

206270-74085001

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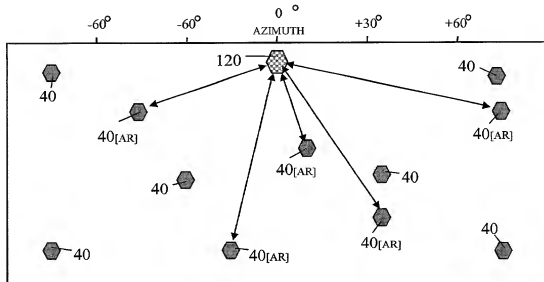


Figure 15

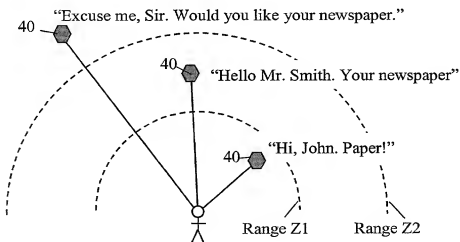


Figure 16

10058047-012902

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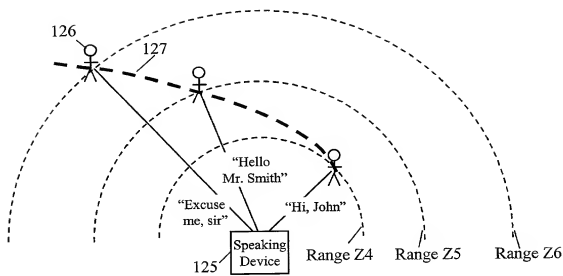


Figure 17

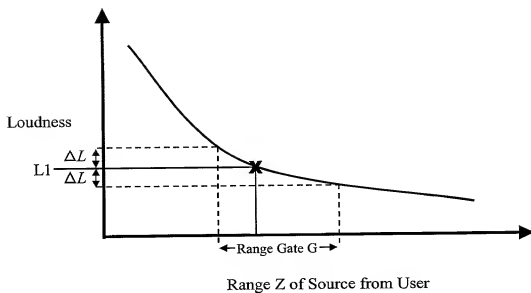


Figure 19

10058047.012902

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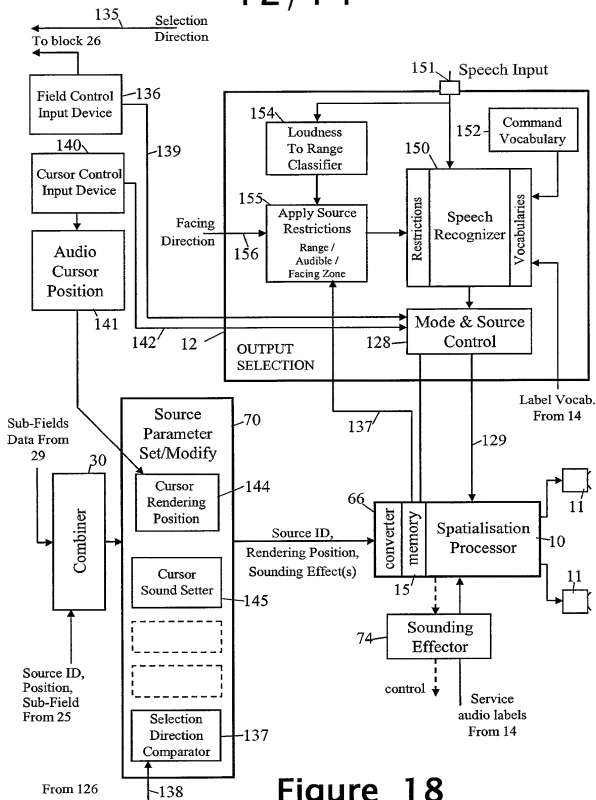


Figure 18

**Figure 20**

**Figure 22**

The diagram shows a central processing block 26. It receives three inputs: 'Commanded Rotation', 'Relative head/body rotation', and 'Relative body/world rotation'. These inputs are connected via dashed lines to two internal sub-blocks: 'Offset audio field w.r.t. presentation reference' (labeled 177) and 'Orientation of audio field w.r.t. indicator reference direction' (labeled 178). The 'Offset audio field' block 177 also receives 'Inherent Presentation Reference Stabilisation' and outputs 'To memory 29'. The 'Orientation of audio field' block 178 also receives 'Audio-Field Stabilisation' and 'Indication reference direction' (input 179). The output of block 178 is 'Visual Orientation Indicator Arrangement' (output 179).

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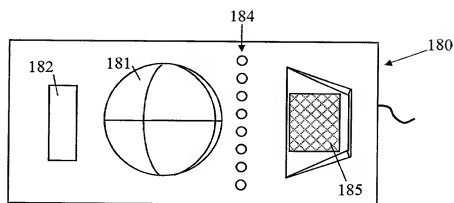


Figure 23

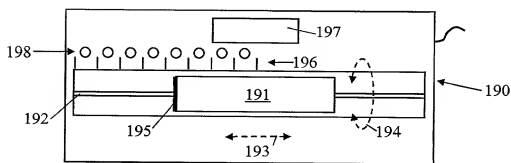


Figure 24